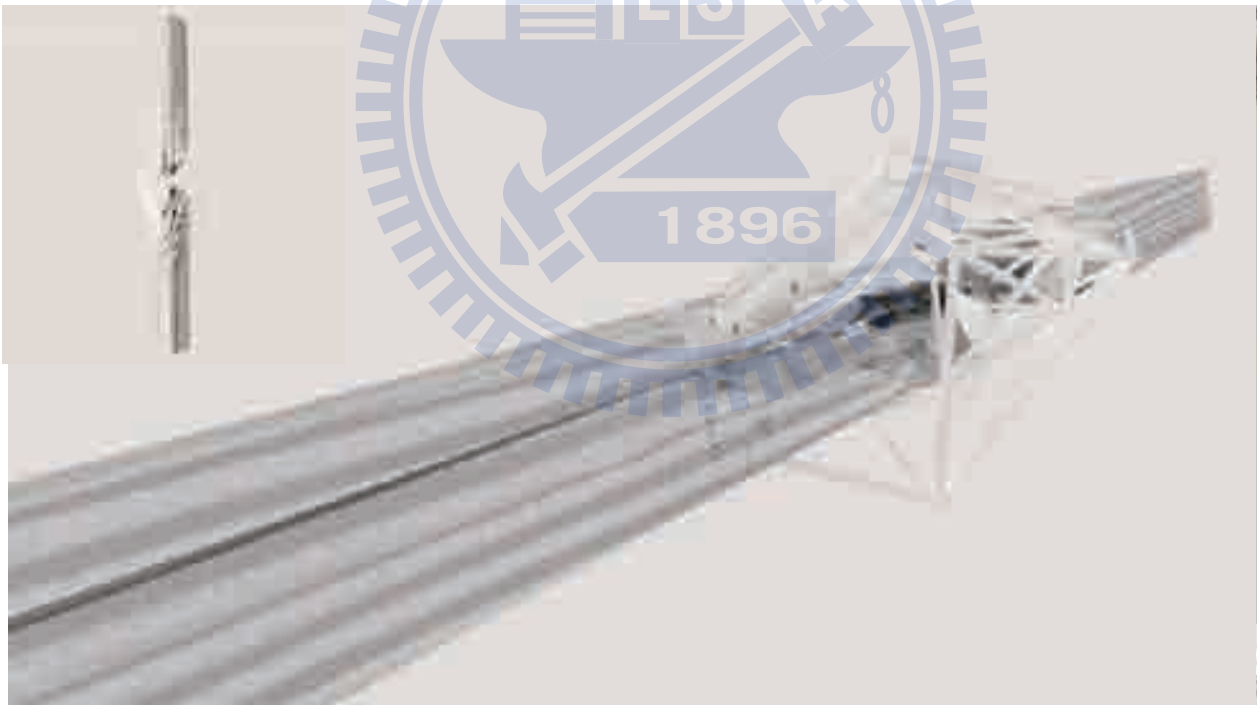


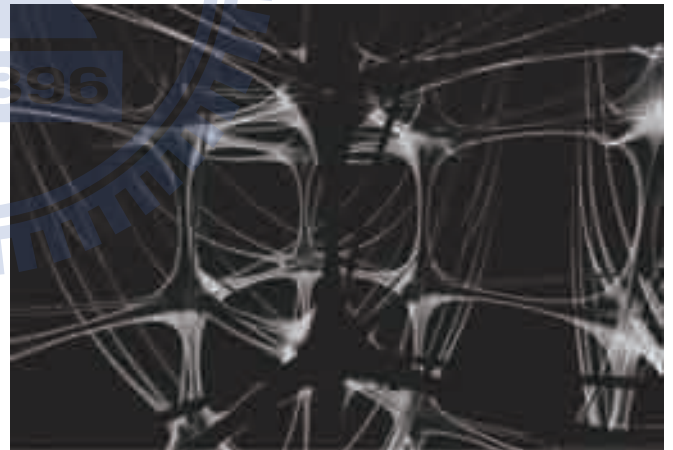
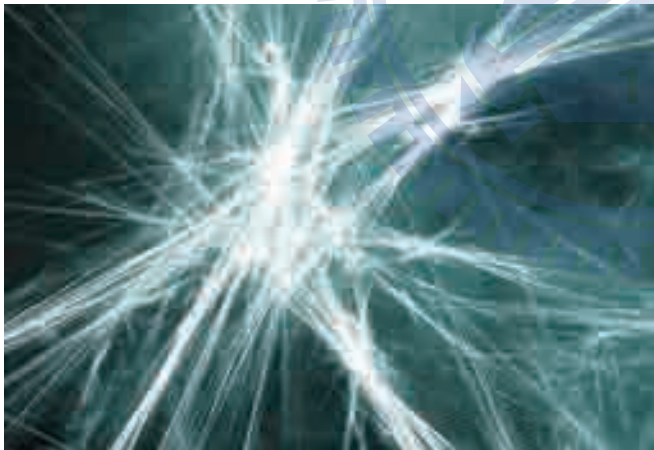
# Fabrication Approach

## >>> *Testing RP Model of Wireframe Structure*

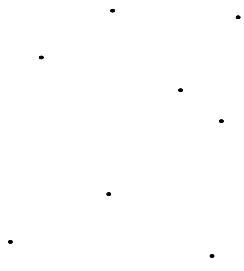
point cloud generating



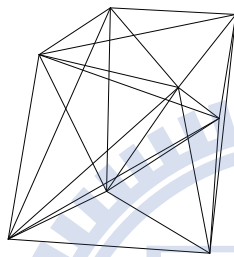
>>>Nerve Structure Reaserch



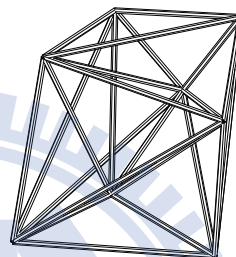
## >>> Testing RP Model of Wireframe Structure



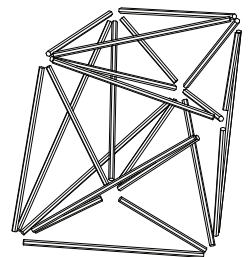
point



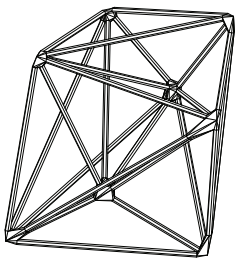
wireframe



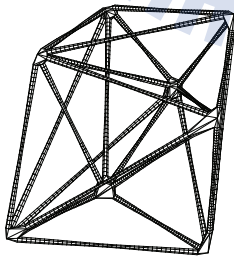
pipes  
generate



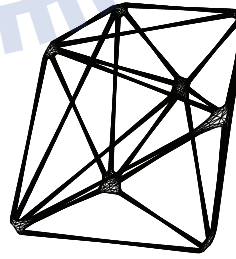
boolean



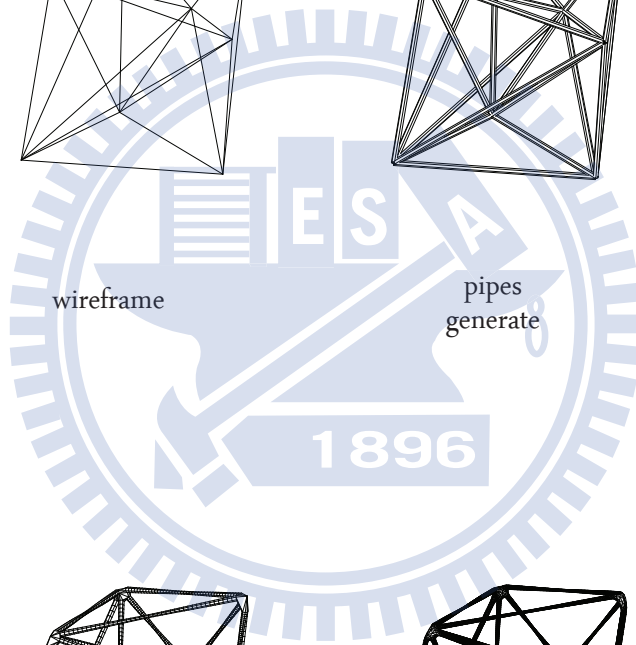
box mode  
joint generate



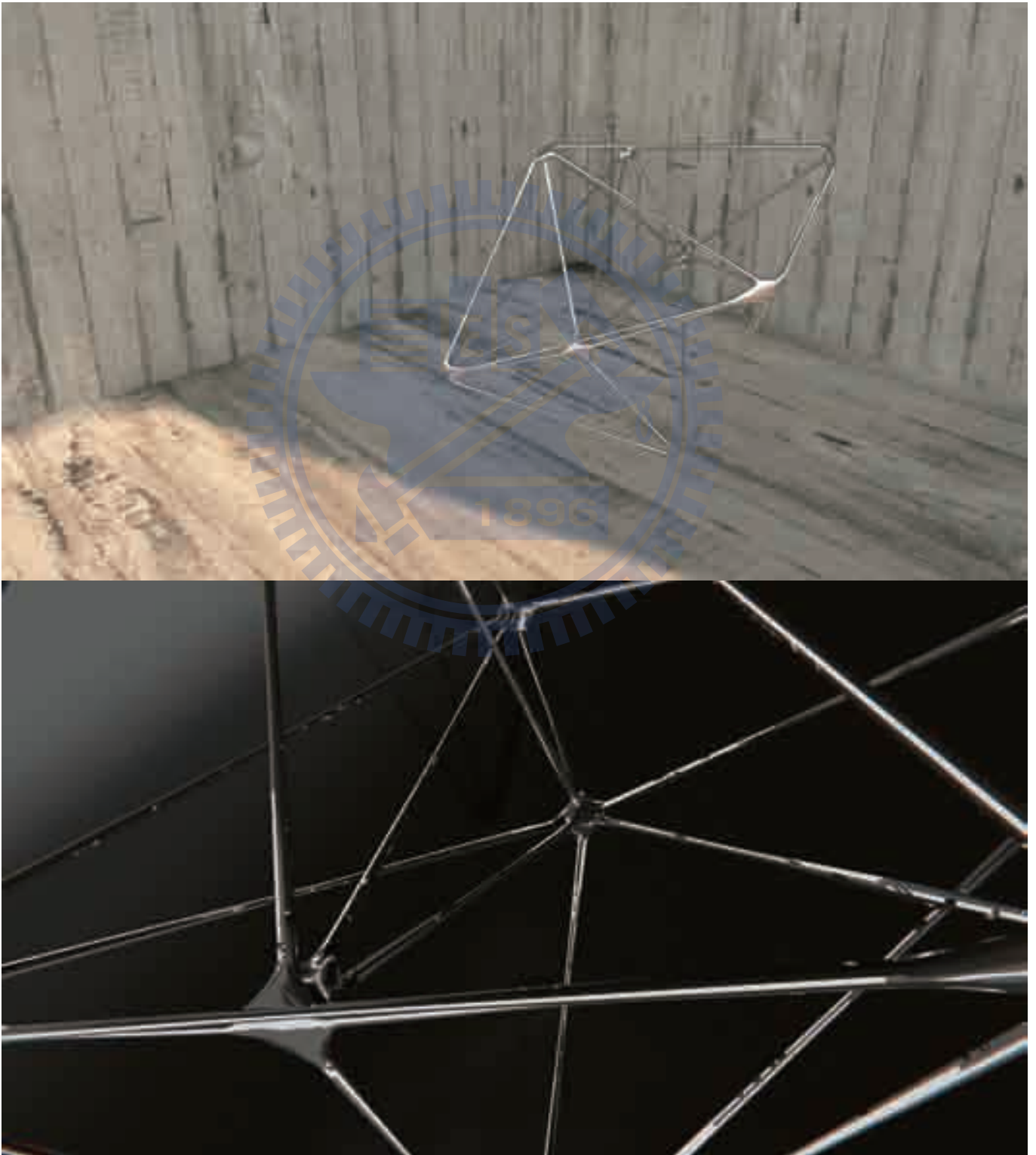
pipe reform



subdivide/smooth



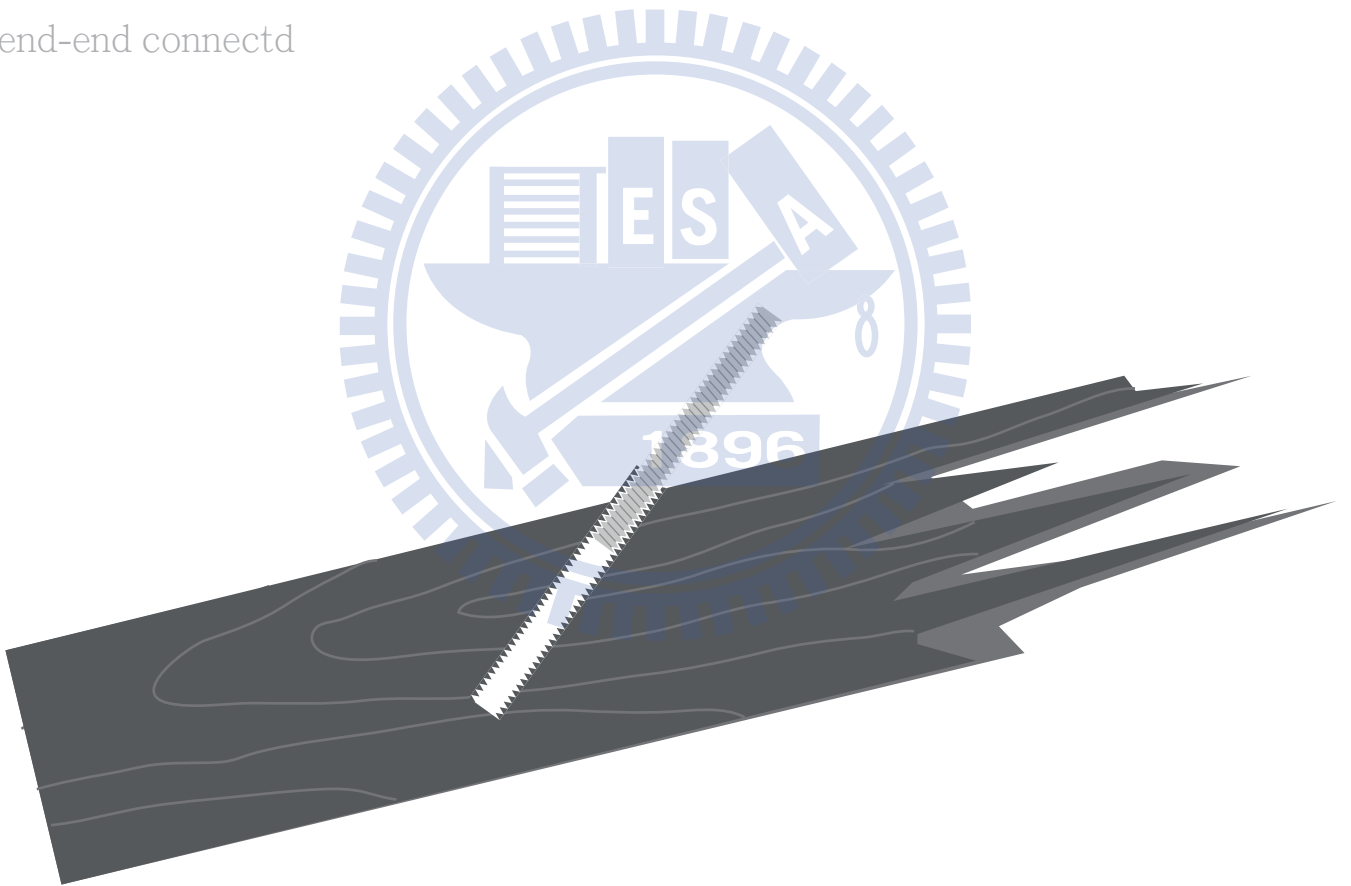
>>>Nerve Structure generrating process



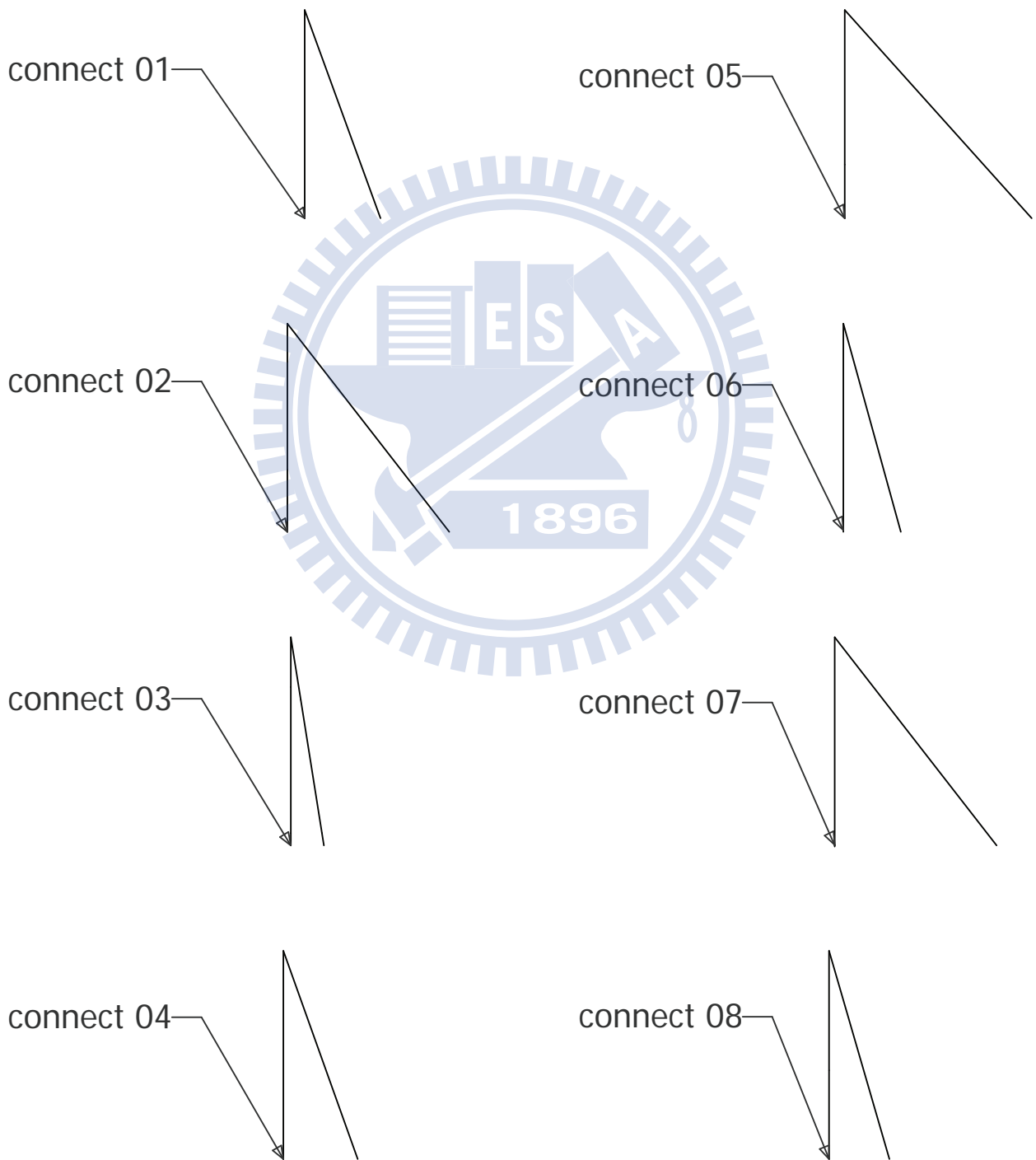
# Fabrication Approach

## >>> *Fabrication Process*

end-end connectd

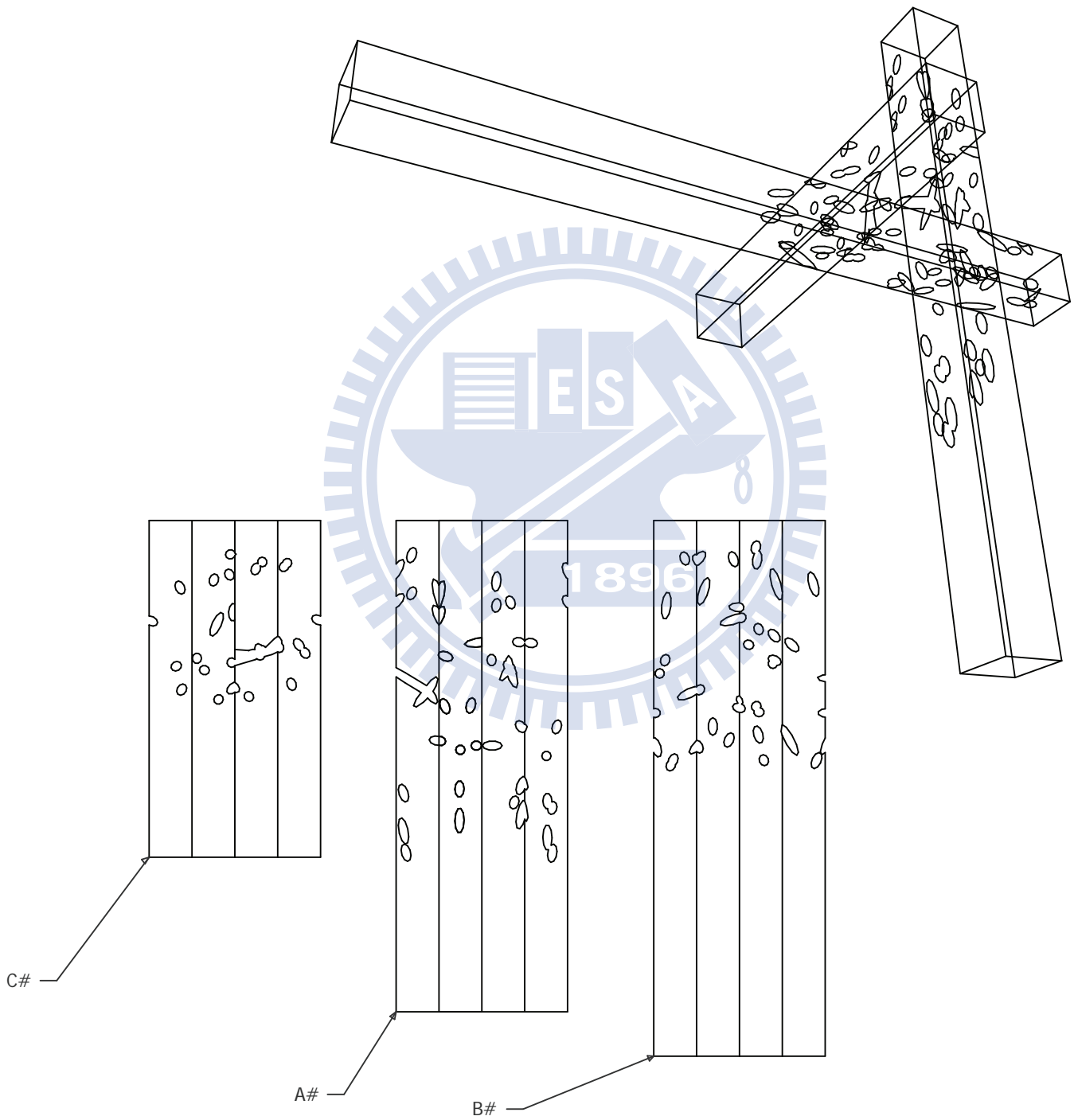


>>>Fabrication Process

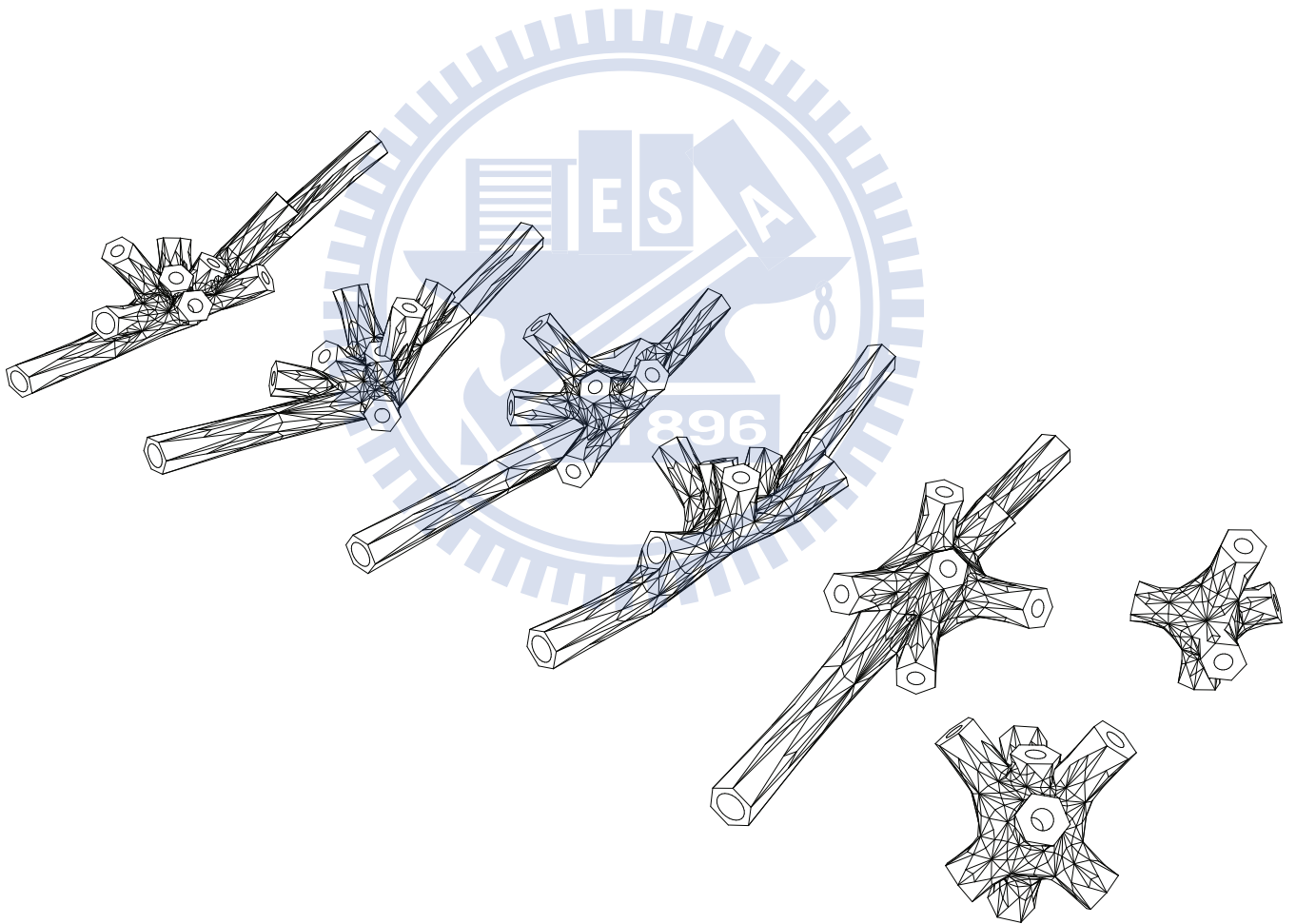


# Fabrication Approach

## >>>Fabrication Process



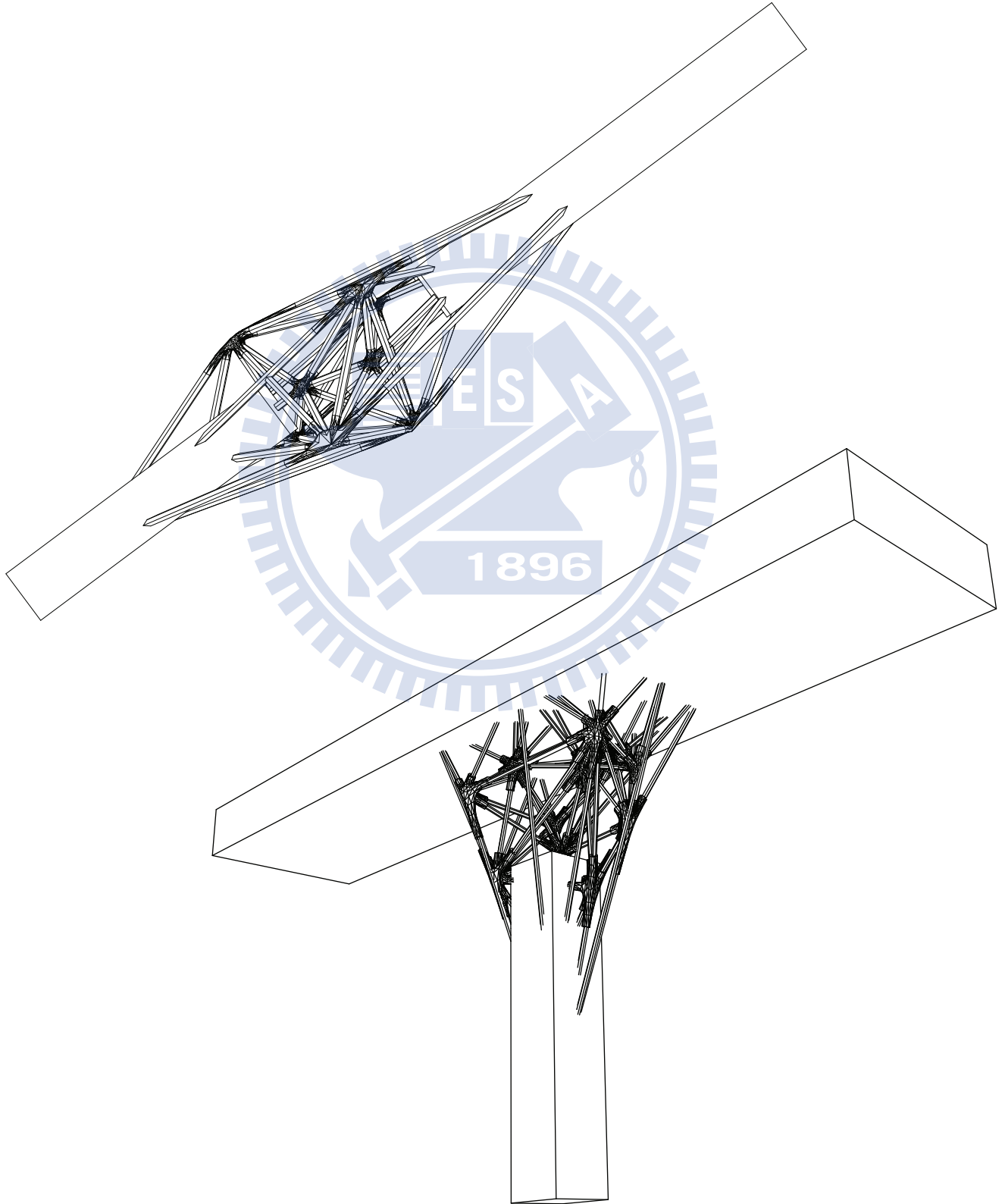
>>>Fabrication Process



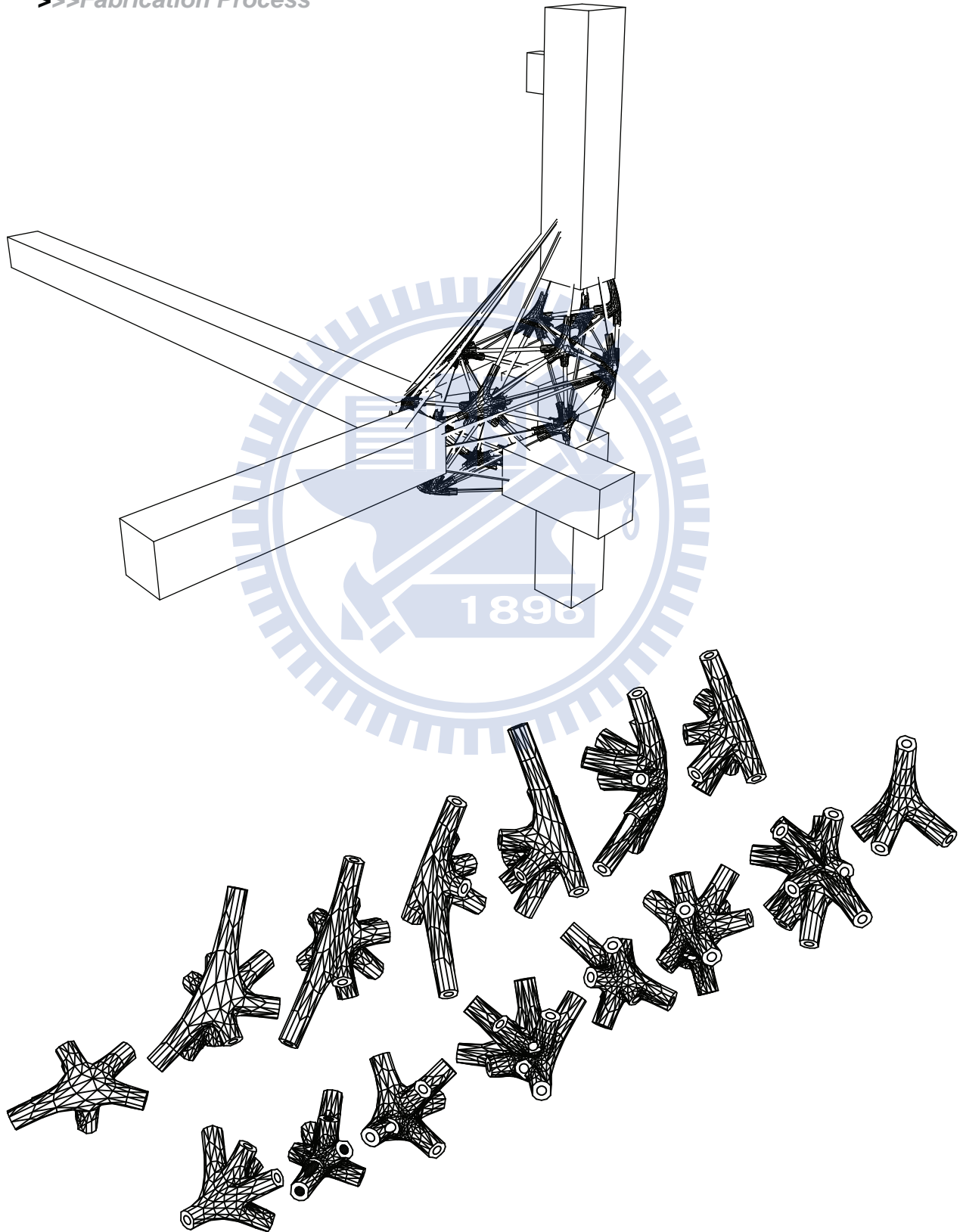


# Fabrication Approach

## >>>Fabrication Process



>>>Fabrication Process



## Fabrication Approach

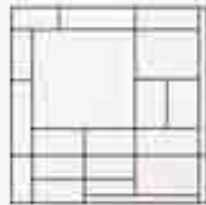
### >>>Fabrication Process

#### *new birth from spoil death*

Take a piece of old, broken furniture as the original shape element, then set point clouds on that furniture's geometry surface, and define those points as where to start germinated points. With the help of parametric design, let the new birth bud grow and become the new skin/new structure of the old furniture. Some parts of that old furniture might be broken or lost, yet the missing part could be mended or fixed, even though the intensity has been changed.



**D**esign Concept



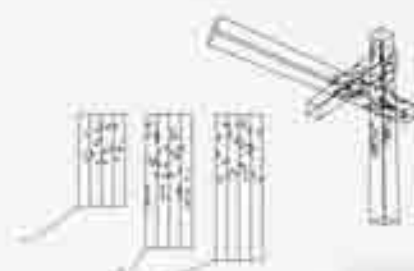
x



**P**arametric Process



**F**abrication Process



虛擬建築的用意為的是將無法現存於世的建築，藉由成立條件較不嚴苛的介質將其呈現，表達意念的意圖遠大於被建造的渴望。他們揭示了面對建築遠在歷史紀錄之外或尚未立足於歷史上的想像。但在班黃，滿佈皺摺的圖紙上，尚有一類無法躍出圖面的虛擬建築，即是那些未被採用的原始設計以及設計發展過程中出現的各類方案。

建築如何面對形體不存在於三維空間的存在？它們從構思者的腦中爬出，化身成言語，文字與線條，至今，虛擬建築持續隱身在各種媒介中。文章，圖紙，模型，電影.....都曾出現虛擬建築的蹤跡。這些轉換過的方式，抹去了建築在逝去前地理真實度(二維，二點五維度)，它們亦不能忠實的呈現觀看者之於空間的內外關係。

為了在既有建築內部呈現先於既有建築的原始設計，“no ceiling”設計案在初期以柯比意在薩瓦別墅一案為操作對象。根據Tim Benton發表的“The Villas of Le Corbusier 1920-1930”所揭示，目前仍佇立於普瓦西的薩瓦別墅，在開工前一共有六種不同的設計方案。柯比意熬夜在這些方案間不斷做取舍與掙扎，甚至在其中一個方案中背棄了他的建築五要點。“no ceiling”首先將這些僅存於圖紙上的各種薩瓦別墅於虛擬環境建成。其次找出眾多方案中異同之處，將各方案虛擬模型以相同點(起居室)為原點，將之疊合，標示機能與人車動線各項差異性，至此，虛擬部分完成。

對觀看者而言，透過二點五維度的屏幕顯示要呈現空間/觀看者間的關係是困難的，為達到更加沉浸的體驗看模式，“no ceiling”做了虛擬與實體間的接合，以具有方向/方位判斷性的投影裝置取代顯示屏幕，可觸式的介面在同一空間可顯示未建成的各項方案，透過虛擬空間的觸發-反應特性，觀看者不只身處虛擬空間中，更可透視全局。

“no ceiling”表達了建築在實體化前的時間性，顯示即便傳統建築本身僅為時間上的一個點或片段，只要往前追尋至設計階段，許多的構思與方案對於最後勝出而建造的建築本身，可解釋為第四維度上的分裂，即為平行宇宙的概念，透過虛擬與實體結合，這些無交集的宇宙得以進行彼此間的穿越。

## no ceiling



# Design Approach

>>> *Define Parallel Realities*

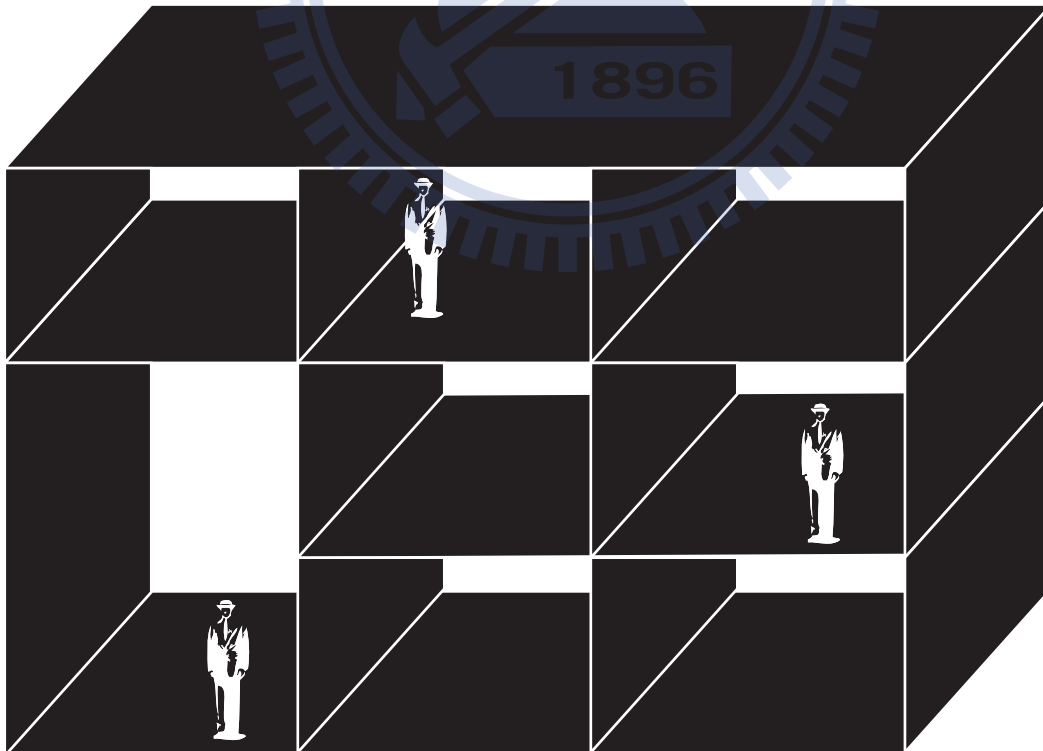
actions\events were been isolated in the same time

Wall

Ceiling

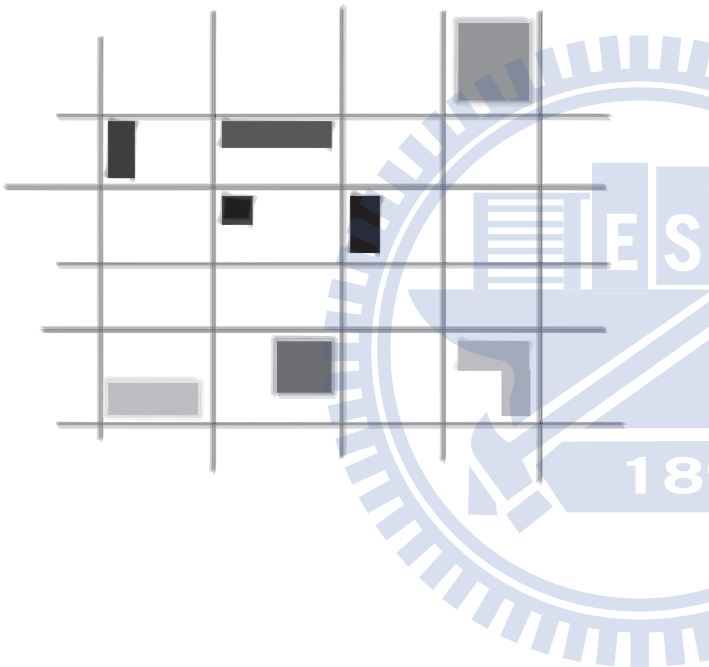
Floor

were being elements of making parallel universal



>>> *Define Parallel Realities*

isolated type Overground



isolated type Underground

